

GAME DEVELOPMENT ARCHITECTURE THAT DECOUPLES THE GAME  
LOGIC FROM THE GRAPHICS LOGIC

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ABSTRACT OF THE DISCLOSURE

A disclosed gaming machine is designed to execute a modular gaming software architecture. A plurality of gaming software modules may be loaded into RAM on the gaming machine and executed to play a game of chance. Many of the gaming software modules are designed to communicate via application program interfaces so that the logic in many of the gaming software modules may be designed independently of each other. In particular, the modular gaming software architecture allows a game flow software module used to generate a game of chance on the gaming machine to be decoupled from a game presentation software module used to present the game chance. Thus, a group of games may be designed where the games share a common game flow software module but use different game presentation software modules to change the look and feel of the game.